



## **YOUTH HOOPS LEAGUE**

### **Rulebook**

- 1.) The Playing size of the basketball court will be full court.
- 2.) The size of the basketball will be 28.5 inches or junior size.
- 3.) The height of the basket will be approximately 8 feet.
- 4.) The provided City of Mesa Jersey must be worn for the games.
- 5.) The game will consist of four, eight minute quarters with a running clock except for time-outs and the last minute of the 2<sup>nd</sup> and 4<sup>th</sup> quarters. Each team will get two, 30 second time-outs per half. Half-time will last two minutes with one minute between quarters. You will receive an additional time-out in overtime

- 6.) Each child on the team must play at least half of every game.
- 7.) Player substitutions may only occur during a dead ball.
- 8.) Two coaches from each team may stand on the sideline during play to instruct players OR you may have one coach on the sideline and one coach under a basket. However, you cannot have any coaches on the court during the game.
- 9.) A jump ball will start each game, with alternating possession on jump balls, double fouls and to start each quarter.
- 10.) Players may not run with the ball, dribbling must be emphasized.
- 11.) After each basket, teams will inbound the ball from their own end line.
- 12.) There will be no lane violations and no individual fouls counted for players.
- 13.) There is going to be no backcourt defense allowed.
- 14.) Defense will be man-to-man, no zone defense. No double teaming allowed during the games, no slapping or reaches allowed.
- 15.) Stealing the ball while in control of the offensive player is not allowed, however you may steal the ball during a pass.
- 16.) Excessive fouling, stealing, or rough play may result in a technical foul. (One point and the ball will be awarded for each technical.)
- 17.) Coaches and players will be given technical fouls for inappropriate behavior, if someone receives two technical's then they will be removed from the game.
- 18.) We will be tracking team fouls and at 10 per half each team will receive a bonus point.
- 19.) When fouled while shooting the ball, the offensive team will receive one point and the ball back.
- 20.) There will be free-throw shooting in only the last 1 minute if the 2<sup>nd</sup> and 4<sup>th</sup> quarters along with all of overtime.
- 21.) Teams will consist of 8-10 players per team.
- 22.) We want to avoid forfeits if possible; games may be altered to four on four if there are not enough players present at the gym.
- 23.) We will be keeping score at the games and tracking standings.

- 24.) If a game is tied at the end of regulation we will play a 2 minute overtime period. If the game is still tied after overtime, we will play one more additional period if time allows it, if not then it will result in a tie game in the standings.
- 25.) We will play a season-ending tournament the last Saturday of the season. Seeding will be determined by regular season record.
- 26.) Prizes will be awarded for regular season winner and tournament champion.
- 27.) Standings will be based on Win-Loss records. The first tie-breaker will be determined by head-to-head play; if teams are still tied then the tie will be broken by point differential (points scored minus points allowed) among the tied teams.
- 28.) All other common basketball rules will be observed as understood by our officials.
- 29.) **COACHES ARE RESPONSIBLE FOR THEIR PLAYERS, PARENTS AND THEIR OWN BEHAVIOR; UNSPORTSMANLIKE ISSUES WILL NOT BE TOLERATED.**

**Game Site Location:**

**Webster Recreation Center  
202 N. Sycamore  
Mesa, AZ. 85201**

**League Administrators:**

<b>Rocky Brown, Recreation Specialist</b>	<b>(480)644-3040 office</b>
	<b>(480)694-6918 cell</b>

<b>Beverlee Nielsen, Recreation Coordinator</b>	<b>(480)644-4345 office</b>
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<b>Mark Grant, Recreation Coordinator</b>	<b>(480)644-3651office</b>
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**City of Mesa Parks, Recreation & Commercial Facilities  
200 South Center Street Building #1  
Mesa, AZ. 85210**